

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A game device for controlling a game executed inside a game field, comprising:

game processing means for carrying out processing of game content executed inside the game field based on player operations;

composition ~~rate~~-ratio changing means for changing one or more image composition-~~rates~~ ratios; and

display means, for generating a composite image composed of a plurality of image data based on the image composition ~~rates~~-ratios, and displaying the composite image on the surface of a substantially planar game field ~~using the composite image~~.

2. (currently amended): The game device of claim 1, wherein
the game field is arranged in three-dimensional space,
the display means displays the game field based on a set viewing direction, and
the composition ~~rate~~-ratio changing means changes the image composition ~~rates~~-ratios
based on at least one of the viewing direction and a set light source position.

3. (original): The game device of claim 1, wherein the display means carries out display of the game field by arranging models to which said plurality of image data set as textures in an overlapped manner in three-dimensional space and carrying out rendering.

4. (currently amended): A game control method for controlling a game executed in a game field, using a computer, comprising the steps of:

processing game content executed in a game field based on player operations, using game processing means of the computer;

changing one or more image composition ~~rates~~ ratios, using composition ~~rate~~ ratio change means of the computer; and

generating a composite image that is a combination of a plurality of image data based on the image composition ~~rates~~ ratios and displaying a surface of a substantially planar game field using the composite image, using image display means of the computer.

5. (currently amended): A computer readable storage medium storing a program to execute control of a game carried out in a game field, in a computer, the program causing the computer to execute the steps of:

processing game content executed in the game field based on player operations;

changing one or more image composition ~~rates~~ ratios; and

generating a composite image that is a combination of a plurality of image data based on the image composition ~~rates~~ ratios and displaying a surface of a substantially planar game field using the composite image.

6. (new): A method for texturing a surface, comprising:

calculating, for each texture of a plurality of textures, a composition ratio based on information relating to a view of said surface;

combining said plurality of textures according to said composition ratio to create a surface texture;

storing said surface texture.

7. (new): The method of claim 6, wherein said information relating to a view of said surface comprises an angle indicating the rotation of said surface, in the plane of said surface, relative to a viewpoint position.

8. (new): The method of claim 6, wherein said information relating to a view of said surface comprises a viewing direction.

9. (new): The method of claim 6, wherein said information relating to a view of said surface comprises positions of one or more light sources.

10. (new): The method of claim 7, wherein each of said plurality of textures is associated with one of a plurality of auxiliary surfaces immediately above said surface, said auxiliary surfaces having a shape identical to said surface.

11. (new): The method of claim 7, wherein said combining said plurality of textures comprises, multiplying said textures by said composition ratio, and adding together the resulting textures.

12. (new): The method of claim 7, further comprising causing said surface texture to be displayed as a texture of said surface.

13. (new): The method of claim 7, wherein said surface texture is a representation of a sports field surface.

14. (new): The method of claim 13, wherein said plurality of textures comprises a first texture comprising transparent areas and colored areas, and a second texture comprising colored areas in positions corresponding to the transparent areas of the first texture, wherein the colored areas of the first and second textures are differently shaded.